

# DETECTIVE

Detective is a game of deduction and tactics. It is set in an English country house, where the body of the butler, foully murdered, has been found dumped at the top of the staircase.

Each player takes the role of one of the characters in the game, and each of you falls under the suspicion of Scotland Yard. Unimpressed by the police, you each decide to clear yourselves by finding out who committed the crime, the weapon used, the place of the murder and the killer's motive.

Note that you may choose which of the nine characters you play, and only those characters will appear in the game. The murderer is never one of the players.

PRESS **ENTER** TO CONTINUE

All players start in the study, where they have been questioned by the police. (This is numbered Room 3 on the map).

The computer throws a die, and you may move any number of locations up to the number thrown. (You must move at least one square).

If you move past location 9, you come back to location 1. The different faces of the characters are placed on the map to show where you are.

Inside the house the rooms are all named as well as having identifying numbers. There are also two outside locations, the woods and the garden.

PRESS **ENTER** TO CONTINUE

Each player will be given a set of secret code numbers for the names of the characters, the murder weapons and the motives.

You will use the codes to help you to solve the crime without other players being able to follow your progress.

When you arrive at a location, you can enter codes to make an accusation about whom you think committed the crime, a weapon and a motive. (You are not allowed to accuse yourself!).

The computer will indicate the accuracy of your claim by printing out a sequence of 'Y's and 'N's. On the more difficult level, only the 'Y's are shown.

PRESS **ENTER** TO CONTINUE

For example, if your location and the weapon are correct, but the character and the motive are wrong, you get 'YNYN' on play level 1; On play level 2 you would only get 'YY'.

The winner is the first player who, while at the scene of the crime, correctly identifies the murderer, the weapon used and the motive.

If the character that you accuse is one of the players, then that person is moved to your location. This enables you to hinder their progress by calling them away from their destination.

However, be careful not to be outwitted by giving clues of your own codes to the other players.

PRESS **ENTER** TO CONTINUE

## **Suspected places of crime and culprits**

### **PLACES**

Woods  
Garden  
Study  
Library  
Dining Room  
Kitchen  
Cellar  
Hall  
Bedroom

### **CULPRITS**

Colonel Crust  
Rodney Smythe  
Mr Grossman  
Sid Weasel  
Boris Goodenuv  
Cynthia Flapper  
Madame Hatari  
Dolores Stardust  
Mrs Cookswell

**PRESS ENTER TO CONTINUE**

## **Suspected weapons and motives**

### **WEAPONS**

Shotgun  
Garrotte  
Poker  
Axe  
Hammer  
Pistol  
Poison  
Dagger  
Brick

### **MOTIVES**

Revenge  
Passion  
Self-defence  
Mistaken Identity  
Hatred  
Money  
Insanity  
Fear  
Blackmail

**PRESS ENTER TO CONTINUE**

The game will last for up to 10 turns on  
level 1 and up to 15 turns on level 2.  
If no player has won by then, the game  
ends.

Do you want to read the instructions  
again? (Y/N)